MOBILE SUIT GUNDAM™

ENCOUNTERS IN SPACE

TEEN
T
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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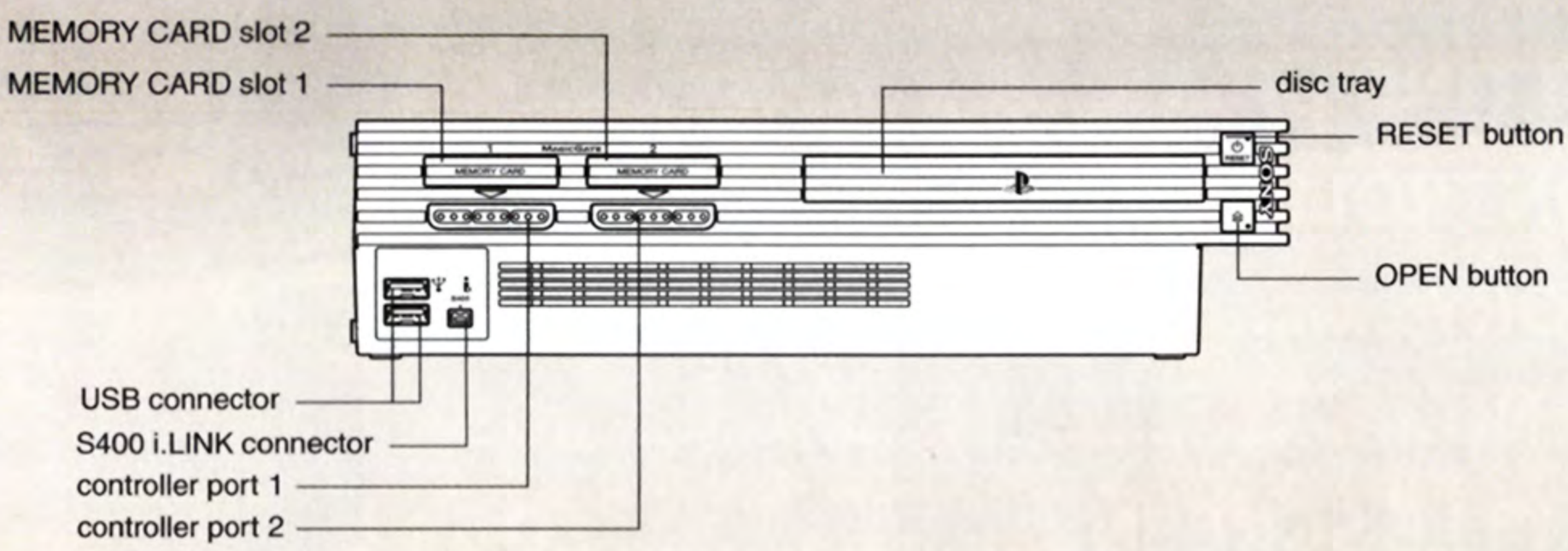
SETTING UP



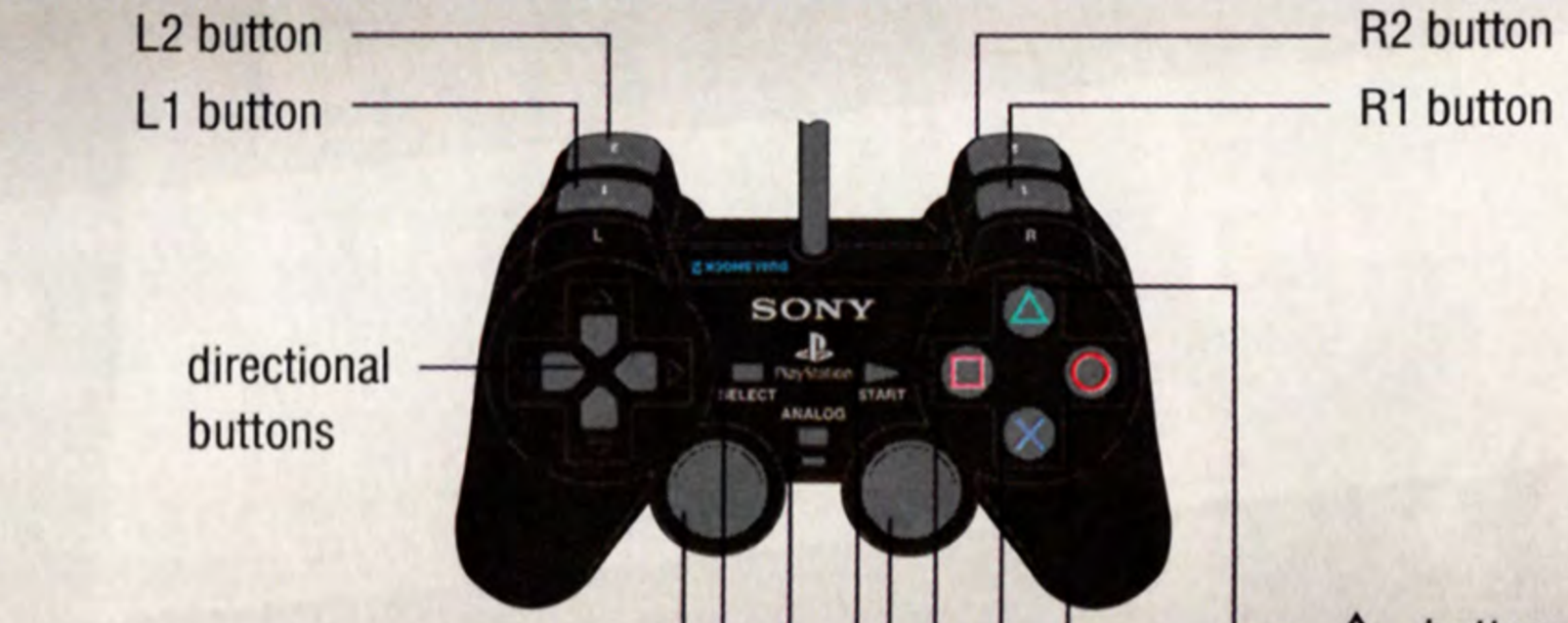
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ***MOBILE SUIT GUNDAM™: ENCOUNTERS IN SPACE*** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

Your war records and story progression can be saved on a memory card (8MB) (for PlayStation®2) (at least 348KB of open space is required). Insert memory card into MEMORY CARD slot 1 to save and load data. Turn on AUTOSAVE in OPTIONS to automatically save and load data to the memory card in the MEMORY CARD slot 1.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER



MOVEMENT		
	ROUTE TUBE	BATTLE SPHERE
Directional button ↑	Ascend	Move Forward
Directional button ↓	Descend	Move Backward
Directional button →	Shift Right	Shift Right
Directional button ←	Shift Left	Shift Left
R1 button		Ascend
R2 button		Descend
Left Analog Stick	Same as the directional button	
Right Analog Stick	Change Target	

COMBAT MOVEMENT	
▣ button	Main Weapon: Hold down the ▣ button to Multi Lock-On (see p. 11).
◎ button	Sub Weapon
△ button	Hand-to-Hand Combat
⊗ button	Thruster: Press the ⊗ button twice to execute an emergency roll (this move will consume significant amount of thruster).
L1 button	Activate Lock-On/Select Target
L2 button	Toggle Lock-On function ON/OFF
R1 button + R2 button	Prepare Special Attack (Press ▣ button to execute.)
START button	Pause Game (Select "QUIT GAME" to return to main menu/Ace Pilot selection screen.)
SELECT button	Request Support

SPECIAL ACTION	
Lock-On to action target and press the ▣ button	Grab (ex: containers) or land on (ex. Battleships) the action target.

STORY

0079

It is the year 0079 of the Universal Century. Side 3, the cluster of colonies furthest from Earth, has proclaimed itself the Principality of Zeon and has launched a war of independence against the Earth Federation. After fierce fighting on Earth, the tide of war is turning as the battle moves on into space...

0083

More than three years have passed since the One Year War. As the Earth Federation rebuilds its shattered fleet, it launches a secret Gundam Development Project to create advanced new mobile suits. Meanwhile, the remnants of Zeon begin their revenge against the Federation...

MENU

WHITE BASE:
It is the year 0079. Experience the battles of Amuro Ray, the Federation's legendary mobile suit pilot.

THOROUGHBRED:
The battles of the Thoroughbred, the 16th Autonomous Corps in the One Year War.

ACE PILOT:
Experience the fierce battles of the ace pilots from 0079 and 0083.

MISSION:
Train your own pilot by selecting eight combat missions.

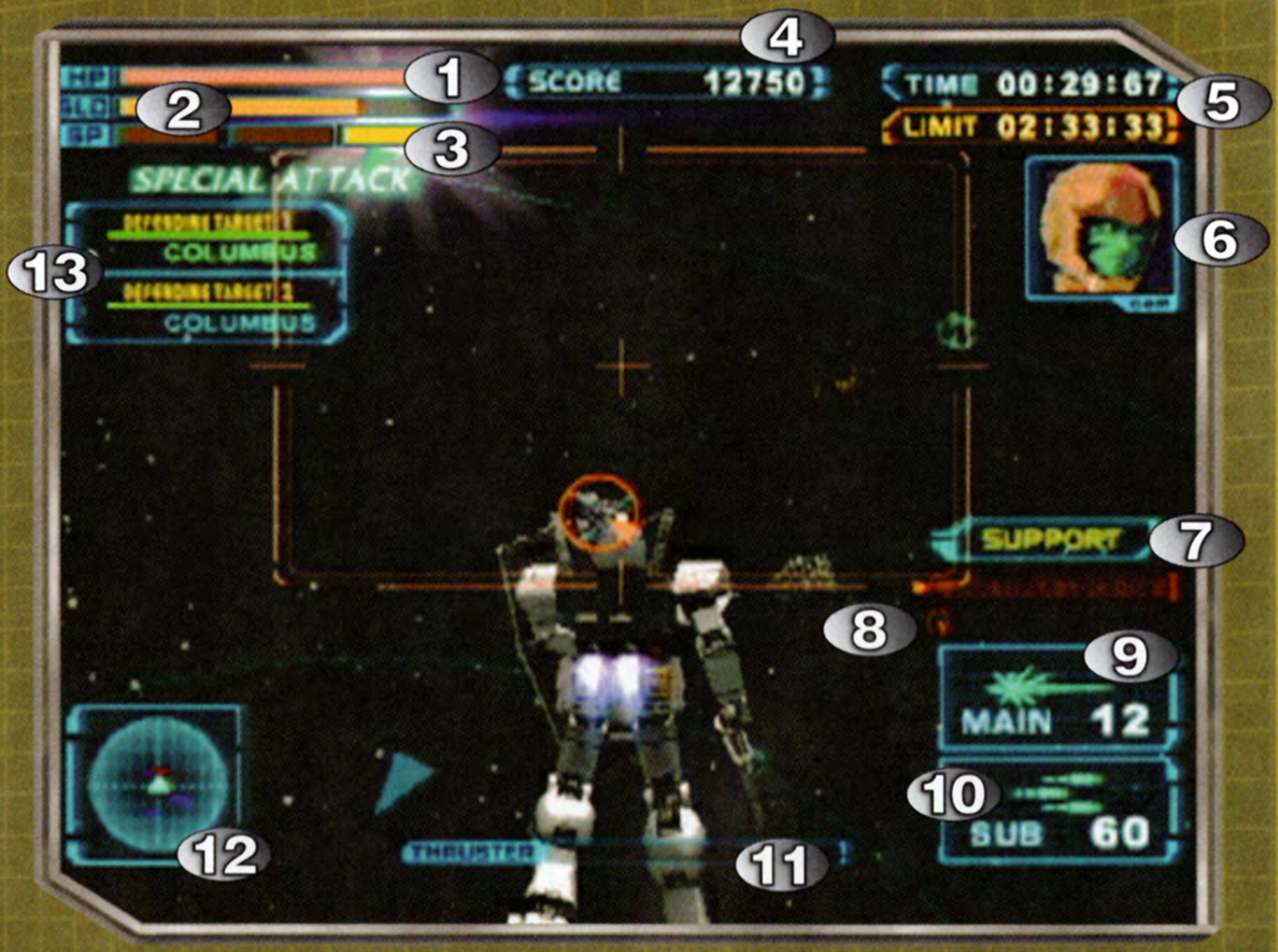
VERSUS:
1 Player and 2 Player (1~3 man team formation) versus mode. Characters from Mission Modes can also be used.

RECORD:
View Battle Records

GALLERY:
Watch and listen to movies, background music, and units.

OPTIONS:
Change settings, save, and load files.

BATTLE SCREEN



1 LIFE GAUGE:

Displays the condition of the unit's armor. When the gauge reaches zero, the unit is destroyed.

2 SHIELD GAUGE:

Displays the condition of the unit's shield. The gauge will decrease in proportion to the damage it receives when the unit is guarding. The shield is destroyed when the gauge reaches zero. Not all units are equipped with shields.

3 SPECIAL GAUGE:

Increases at various rates depending on the conditions. After at least one bar is completely filled, the Special Attack indicator appears under the gauge, and the unit's special attack can be performed. Some units have no special attack, while others may have different special attacks for when all bars are filled.

4 SCORE:

Displays the current battle score in numerical value.

5 TIME:

Displays mission time. Depending on the mission, a countdown may also be displayed.

6 COMMUNICATION WINDOW:

Displays communication from allied and enemy forces.

7 REQUEST SUPPORT:

In some missions the "Support" indicator will flash at some point into the mission. Push the SELECT button to receive support from an allied unit.

8 MULTI LOCK-ON GAUGE:

Displays an icon for each target that is locked-on in the Multi-Lock mode.

9 MAIN WEAPON INFORMATION:

Displays information such as remaining ammo about the unit's main weapon. When the unit engages in hand-to-hand combat, performs a special action, or uses a special attack, an appropriate icon for that action is displayed.

10 SUB WEAPON INFORMATION:

Displays information about the unit's sub weapon and its remaining ammo.

11 THRUSTER GAUGE:

Displays the load on the generator when thrusters are used. If the thrusters are used too much or for too long, the generator will overheat and thrusters will not be usable until it recovers.

12 RADAR:

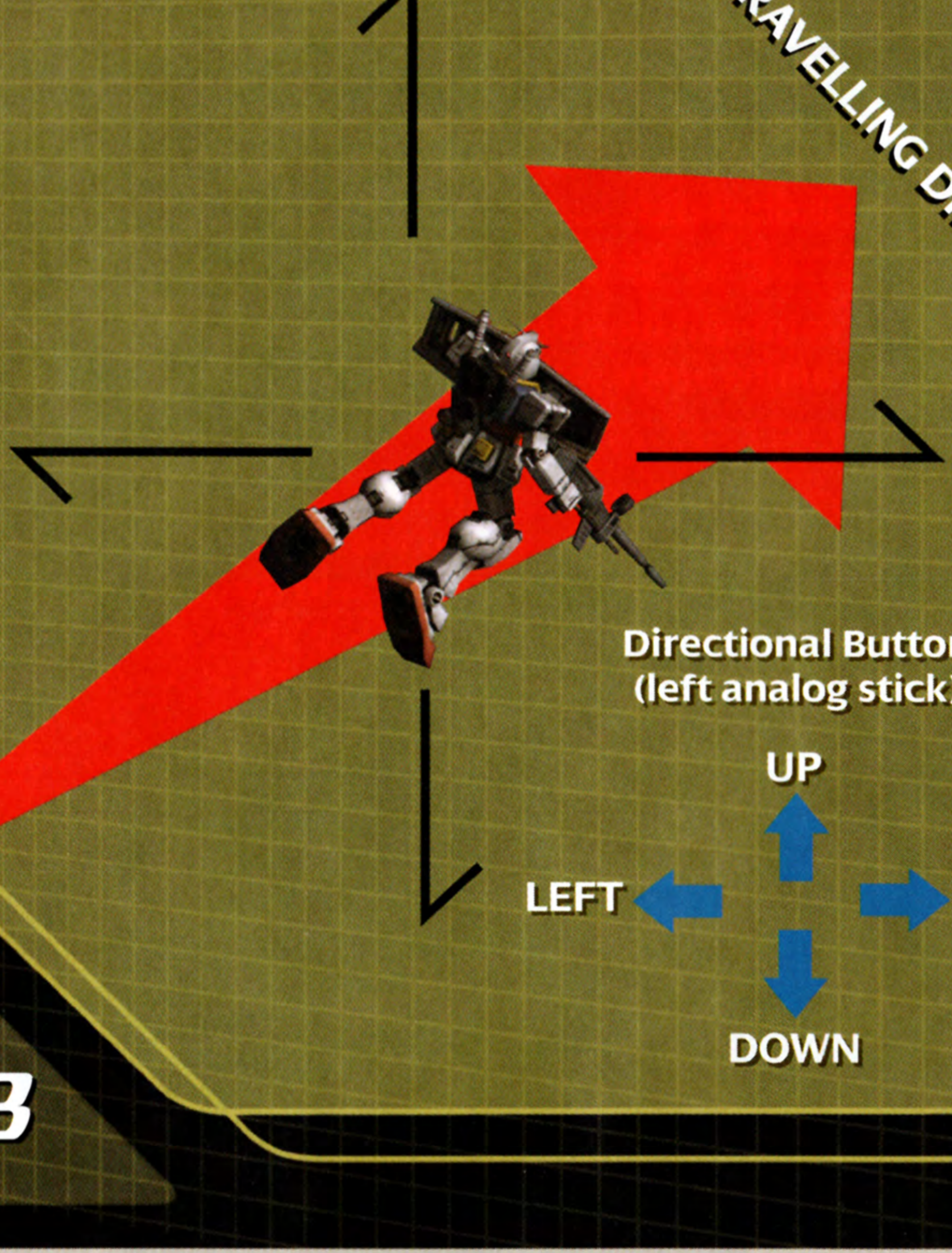
Displays allied and enemy units in the vicinity.

13 OTHER INFORMATION:

Displays the locked-on target's ID number and life gauge. If there are units you are defending (referred to as "defending targets"), their life gauges will be displayed at all times.

ROUTE TUBE

Movement to the mission area is mainly done in Route Tube mode, in which the unit will automatically fly on a predetermined path. In this mode, use the directional buttons or the left analog stick to orient the unit. Press the directional buttons or move the left analog stick up to ascend, down to descend, and left/right to shift in those directions. Use the thrusters in combination with these controls to accelerate in the direction you wish to go.



BATTLE SPHERE

Once you enter the Battle Sphere mode, you can move freely in all directions. Press the directional buttons or move the left analog stick up to move forwards, down to move backwards and right or left to roll the unit in that direction. Press the R1 to ascend and the R2 button to descend. Use the thrusters in combination with these controls to accelerate in a particular direction.

Directional Button
(left analog stick)

ADVANCE

RETREAT

ASCEND

R1 button

R2 button

DESCEND

COMBAT

Mobile suits have three different types of combat capabilities: main weapon, sub weapon, and hand-to-hand combat. Not all weapons are available for every mobile suit. Keep in mind that each weapon has its own maximum effective range.

MAIN WEAPON:

Press the ▣ button to attack with the main weapon. After the main weapon runs out of ammo, it will take some time to reload.

SUB WEAPON:

Press the ◉ button to attack with the sub weapon, if your unit is equipped with one. After the sub weapon runs out of ammo, it will take some time to reload.

HAND-TO-HAND COMBAT:

Press the △ button to attack with the hand-to-hand combat weapon, if your unit is equipped with one. It is only effective if the enemy is in close range. Some units are capable of special attacks in hand-to-hand combat by repeatedly pressing the △ button.

SPECIAL ATTACK:

When the Special Gauge is filled up enough for the Special Attack indicator to appear, hold the R1 + R2 buttons down and then press the ▣ button to perform the special attack.

SUPPORT:

Request allied support by pressing the SELECT button when the SUPPORT indicator appears on the Request Support Window (only available in joint missions). Once the indicator disappears, you will no longer be able to request support.

LOCK-ON

LOCK-ON:

Press the L1 button to activate the weapons lock and to lock-on to enemy targets. Pressing the L1 button repeatedly will cycle through the available targets starting from the one closest to you and selecting ones progressively farther away. You can also use the right analog stick to move your lock-on selector among on-screen targets. Press the L2 button to toggle the lock-on function on and off.

When your unit is locked-on a target, it will attempt to keep the target in the center of your screen. However, if the target performs an evasion roll or is out of sight for too long, the target lock will be lost.

SPECIAL ACTIONS:

In certain missions, special actions such as "grasp" and "land" can be performed by locking on to the target when the yellow action cursor appears and pressing the ▣ button.

MULTI LOCK-ON AND MULTI-SHOT:

Holding down the ▣ button will engage multi-lock mode, which allows you to aim and fire at multiple on-screen targets simultaneously. Releasing the ▣ button executes the firing sequence. While there are no ammo limits to the multi-shot, you cannot be out of ammo when you start it, and your unit will be vulnerable to attack while you are firing.

MISSION MODE

Create a Federation or Zeon pilot by playing eight missions then applying the experience points toward attributes and skills. This will allow you to create the ultimate mobile suit pilot for Versus Mode.

Auto-save is disabled in Mission Mode. You can manually save between missions and return to the main menu by inserting a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 (at least 22KB of open space is required). However, continuing to the next stage of that mission, or resetting the game will delete the pilot data, so be careful. (Pilot data from Mission Mode cannot be duplicated).

PILOT SELECTION:

Follow the directions on the screen and select the pilot's appearance, personality, and name to start training. Each pilot has four attributes to improve and six skill slots to add unique abilities. New pilots start with negative attribute points. Some pilots will also start with a special skill or trait that is determined randomly.

STAGE SELECTION:

Each stage is a mission useful for training your pilot. Missions are rated based on their difficulty, between one and five stars, and each mission will reward you with experience points. Some missions emphasize one of the Pilot, Mind, or Body attributes. More difficult missions award you more points, but because you cannot retry failed stages, you must carefully choose which to accept.

UNIT/WEAPON SELECTION:

Some missions will allow you to select which mobile suit to pilot during the mission. After the briefing you will see the Select Unit screen. Each mobile suit, fighter, or mobile armor has a point value measuring how powerful the unit is. The more missions you successfully complete and the higher rank your pilot achieves, the more powerful units you will be able to choose. Units unlocked in other modes will appear in this list as well. Some units have multiple armaments from which you can select to further customize your mission choice.

FIGHT: Strength of hand-to-hand combat if applicable.

SUB WEAPON: Strength of the unit's sub weapon, if applicable.

ARMOR: Strength of the unit's armor.

MANEUVER: Maneuverability/Agility.

MOBILITY: Speed.

SHIELD: Shield strength, if applicable.

STRENGTH: Weapon's strength.

AMMO: Amount of ammo per reload.

AMMO SPEED: Speed of the projectile.

RELOAD: Reload time.

SPECIAL: Some special attacks have added effects.

SKILL SELECTION:

Once your mission is completed, your performance will determine the experience points you will be awarded in 3 categories: Pilot, Mind, and Body. Each can be used to increase your attributes or to purchase special skills. As your pilot progresses these improved attributes and skills will allow you to complete more difficult missions. All experience points not spent in the Edit Pilot screen will carry over to the next mission.

SHOOTING FIGHTING GUARD MOBILITY

VERSUS MODE

Versus mode allows you to form a team of one to three pilots to fight against an opposing team. Each team is given 300 points maximum from which to select their units and weapons. Only one L-size unit (such as the Big Zam) is allowed per side. Any pilots from MISSION MODE that have completed their training will also be available for selection.

LOAD DATA:

Allows you to load saved formations from memory card (8MB) (for PlayStation®2). To load data, select the "MENU" on the Versus Mode screen and select "LOAD TEAM." For two player versus battle, insert the 2nd player's memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 2.

SAVE DATA:

Players can create formations (combinations of pilots and mobile suits) which can be saved and loaded in Versus Mode. These formations save time by pre-setting units and weapons, and are also used to engage in two player versus battle. To save data, select the "MENU" on the Versus Mode screen and select "SAVE TEAM."

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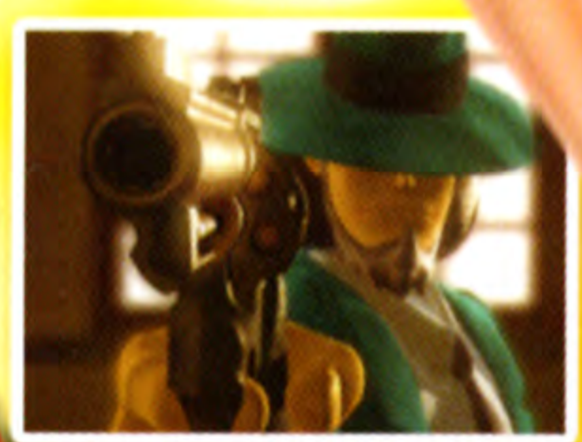
Exotic treasures, lovely ladies, good times...

LUPIN THE 3RD™

TREASURE OF THE SORCERER KING



Who can resist the charms of Lupin? Choose from his many disguises and skills to thieve your way around the world in this **cinematic action adventure.** But don't get caught by Interpol Inspector Zenigata, and watch out for the lovely Fujiko — she might steal more than your heart...

- Use multiple disguises, stealth, and communication options, to become **the world's No.1 cat burglar.**
- Play as Lupin, Jigen or Goemon.
- Steal the King's treasure to unlock the multi-mode mini-game!
- Featuring original CGI cut scenes with voice-overs performed by the actual TV actors!

PlayStation®2

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LUPIN THE 3rd

TEEN T CONTENT RATED BY ESRB

Mild Language
Violence

ADULT SWIM
PUSHING TV'S BUTTONS
CARTOON NETWORK

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